Session 129

Mac OS X Application Localization

Xavier Legros
Text & International Technology Manager

Session 129

Mac OS X Application Localization

Chris Hansten
Localizability & Integration
Engineering Manager

Mac OS X International Architecture

- Mac OS X supports ability to ship single binary packaged with multiple language UIs
  - User selects desired UI language dynamically
- Mac OS X supports multiple locales in the base OS
- Mac OS X supports multiple scripts in the base OS
- Full Unicode support

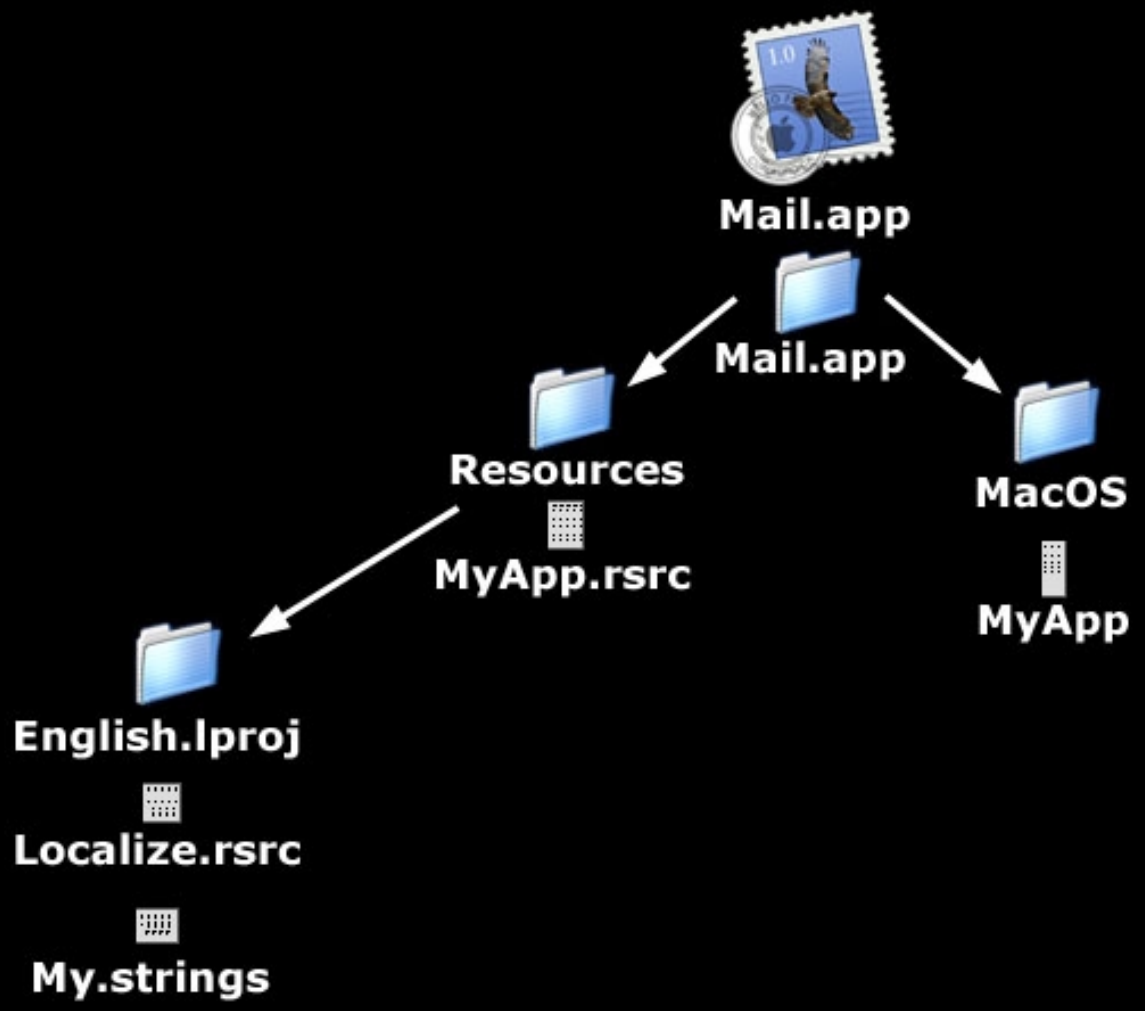
Current Mac OS X Intl Product

- A single Mac OS X CD supports:
  - 6 language UIs (French, German, Japanese, English, Italian, Spanish, Dutch)
  - All locales associated with these languages (French Canadian, British English, etc.)
  - Roman and Japanese scripts
- The single Mac OS X 10.0.3 CD adds:
  - 8 additional language UIs and associated locales (Chinese, Korean, Nordic languages, Brazilian Portuguese)
  - Korean and Chinese script support

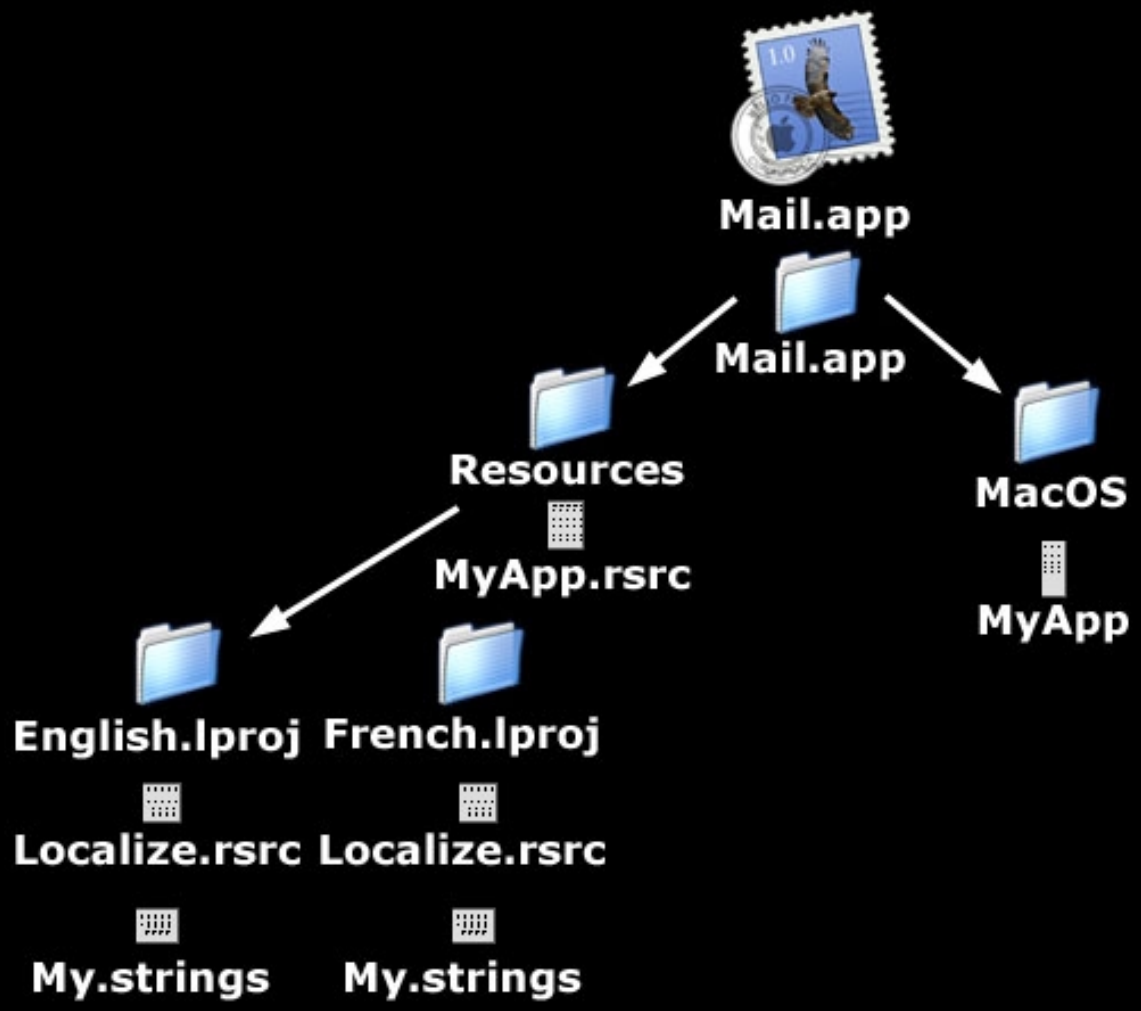
App Packaging and Locales

- Applications packaged as set of folders
  - Language project folders (.lprojs)
    - Each lproj includes app's resource content for a single locale
    - Lprojs names follow pattern "xx_YY.lproj"
    - XX = ISO 639-1 language code
    - YY = ISO 3166 country codes
    - Examples: en.lproj, ja.lproj, en_GB.lproj
  - Order for locating app resources defined by user's language preferences
    - Core Foundation documentation for more

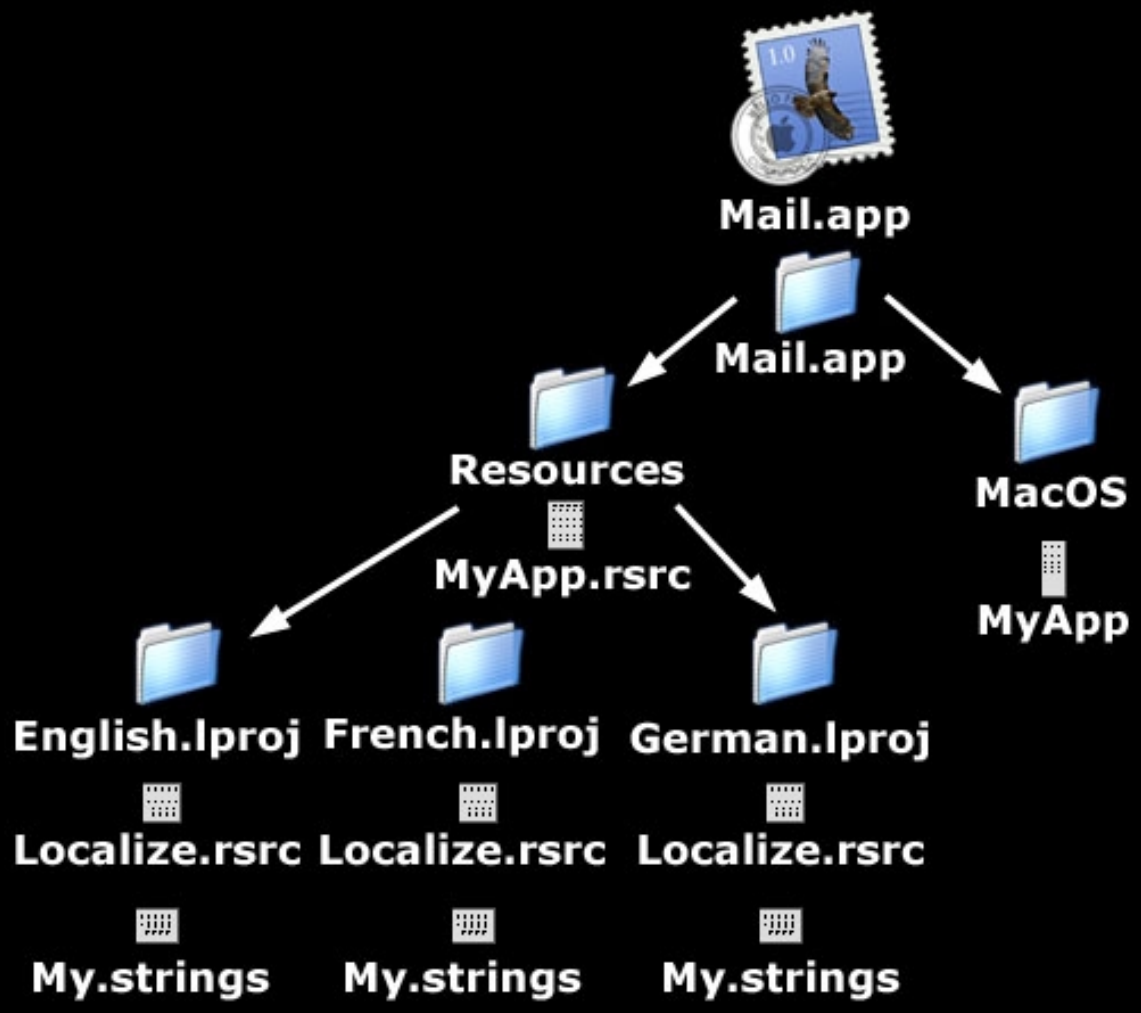
Application Packaging



Application Packaging



Application Packaging



Mac OS X Intl and Applications

- Use the app packaging mechanism
  - Flexible delivery mechanisms
    - Multiple languages in one deliverable
    - Web delivery of additional languages
  - Flexibility for your users
- Use the Mac OS X international support
  - MLTE, ATSUI, overall Unicode support
  - Font management

Localization Tools

Jack Sampson
Localization Tools Development Manager

Introducing Apple's New Localization Tools

- AppleGlot 3
  - Incremental localization tool for Classic, Carbon, and Cocoa Applications
- Monte
  - Data decomposition API suite for defining structured/unstructured data
  - Updated to support AppleGlot 3 features/requirements

What Is Incremental Localization?

- Allows the leveraging of previous Localization Efforts
- Unchanged translations are automatically brought forward from previous version

AppleGlot 3

- Complete rewrite of AppleGlot
- Based on Monte
- State machine architecture
- Extensible plug-in system

AppleGlot 3

Mike J Butler
Localization Tools Developer (AppleGlot 3)

AppleGlot 3 In Action

- Creating a new environment
- Automatic Matching
- UI Shortcuts
- Locale (SBML) Support
- XML-based support files
- Incremental localization

Demo

AppleGlot 3 Localization

Extending AppleGlot

- Plug-in based
- Benefits
  - Quicker Update time
  - In-house plug-ins
  - Third-party plug-ins

Extending AppleGlot 3 Demo

- Nibtool
  - Demo
- ResStats
  - Demo

Monte

Kristian Walsh
Localization Tools Developer (Monte)

Monte

- Ability to describe structured binary data types
- Full Unicode support
- Data Validation
  - Checks text encoding, maximum string length, list sizes, etc. during editing

Monte (Cont.)

- Extensible
  - New sub-types can inherit from existing translators
- Template Conversion Tool Automatically converts ‘TMPL’s to Monte translators
  - Translator only as good as original template

Demo

Monte Translator

AppleGlot 3/Monte Summary

Jack Sampson
Localization Tools Development Manager

Localization Tools Summary

- Apple's latest localization tools and technologies
- Localize Classic, Carbon, and Cocoa Apps on Mac OS X
- Extend AppleGlot with plug-ins
- XML documents for easier workflow integration

What AppleGlot 3 *Isn't*

- A Machine translation tool
- A Document localization tool (HTML, PDF, etc.)
- A Multimedia localization tool

Where Do I Get AG3/Monte

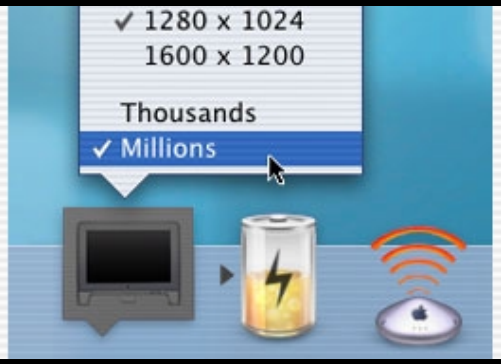
- Apple Worldwide Developer Relations
  http://developer.apple.com/intl/

Who to Contact

Xavier Legros
Text & International Technology Manager
Apple Worldwide Developer Relations
xavier@apple.com

http://developer.apple.com/events/urls.html

Q&A



Xavier Legros
Text & International Technology Manager
xavier@apple.com

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